

## Search Results

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Results 1 - 13 of 13 short listing

- 1** A bug's eye view of immediate visual feedback in 80%  
 direct-manipulation programming systems  
Curtis Cook , Margaret Burnett , Derrick Boom  
Papers presented at the seventh workshop on Empirical studies of  
programmers October 1997
  
- 2** An ethnographic study of distributed problem solving in 77%  
 spreadsheet development  
Bonnie A. Nardi , James R. Miller  
Proceedings of the 1990 ACM conference on Computer-supported  
cooperative work September 1990  
In contrast to the common view of spreadsheets as  
&ldquo;single-user&rdquo; programs, we have found that  
spreadsheets offer surprisingly strong support for cooperative  
development of a wide variety of applications. Ethnographic  
interviews with spreadsheet users showed that nearly all of the  
spreadsheets used in the work environments studied were the  
result of collaborative work by people with different levels of  
programming and domain expertise. Cooperation among  
spreadsheet users was spont ...
  
- 3** Influencing the success of spreadsheet development by novice 77%  
 users  
Timothy G. Babbitt , Dennis F. Galletta , Alexandre B. Lopes  
Proceedings of the international conference on Information systems

**4 WYSIWYT testing in the spreadsheet paradigm: an empirical evaluation 77%**  
 Karen J. Rothermel , Curtis R. Cook , Margaret M. Burnett , Justin Schonfeld , T. R. G. Green , Gregg Rothermel  
Proceedings of the 22nd international conference on Software engineering June 2000  
Is it possible to achieve some of the benefits of formal testing within the informal programming conventions of the spreadsheet paradigm? We have been working on an approach that attempts to do so via the development of a testing methodology for this paradigm. Our "What You See Is What You Test" (WYSIWYT) methodology supplements the convention by which spreadsheets provide automatic immediate visual feedback about values by providing automatic immediate visual feedback about &ld ...

**5 Slicing spreadsheets: an integrated methodology for spreadsheet testing and debugging 77%**  
 James Reichwein , Gregg Rothermel , Margaret Burnett  
ACM SIGPLAN Notices , Proceedings of the 2nd conference on Domain-specific languages January 2000  
Volume 35 Issue 1  
Spreadsheet languages, which include commercial spreadsheets and various research systems, have proven to be flexible tools in many domain specific settings. Research shows, however, that spreadsheets often contain faults. We would like to provide at least some of the benefits of formal testing and debugging methodologies to spreadsheet developers. This paper presents an integrated testing and debugging methodology for spreadsheets. To accommodate the modeless and incremental development, t ...

**6 Psychological research methods in the human use of computers 77%**  
 (panel session)  
John D. Gould , John A. Anderson , Phil Barnard  
Proceedings of the SIGCHI conference on Human factors in computing systems April 1985  
Psychological research methods have been used with increasing frequency in work on computer-human interaction. Judging from the state of the literature and from remarks heard in the halls at conferences such as this, the utility and appropriate roles of such methods are not yet clear. Panel members, who are all research psychologists working on issues related to human use of computers, will present a variety of contrasting views on how to go

about such research, and on its proper goals. Joh ...

**7** What you see is what you test: a methodology for testing 77%  
 form-based visual programs  
Gregg Rothermel , Lixin Li , Christopher DuPuis , Margaret Burnett  
Proceedings of the 20th international conference on Software  
engineering April 1998

**8** Does continuous visual feedback aid debugging in 77%  
 direct-manipulation programming systems?  
E. M. Wilcox , J. W. Atwood , M. M. Burnett , J. J. Cadiz , C. R. Cook  
Proceedings of the SIGCHI conference on Human factors in computing  
systems March 1997

**9** Creating presentation slides: a study of user preferences for 77%  
 task-specific versus generic application software  
Jeff A. Johnson , Bonnie A. Nardi  
ACM Transactions on Computer-Human Interaction (TOCHI) March  
1996  
Volume 3 Issue 1  
We conducted a study to investigate the use of generic versus  
task-specific application software by people who create and  
maintain presentation slides. Sixteen people were interviewed to  
determine how they prepare slides, what software they use to  
prepare and maintain slides, and how well the software they use  
supports various aspects of the task. The informants varied in how  
central slidemaking was to their jobs. The hypotheses driving the  
study were that: (1) some software applications ar ...

**10** GLEAN: a computer-based tool for rapid GOMS model usability 77%  
 evaluation of user interface designs  
David E. Kieras , Scott D. Wood , Kasem Abotel , Anthony Hornof  
Proceedings of the 8th annual ACM symposium on User interface and  
software technology December 1995

**11** User interface software tools 77%  
 Brad A. Myers  
ACM Transactions on Computer-Human Interaction (TOCHI) March  
1995  
Volume 2 Issue 1  
Almost as long as there have been user interfaces, there have  
been special software systems and tools to help design and  
implement the user interface software. Many of these tools have  
demonstrated significant productivity gains for programmers, and

have become important commercial products. Others have proven less successful at supporting the kinds of user interfaces people want to build. This article discusses the different kinds of user interface software tools, and investigates why some ...

**12 User preferences for task-specific vs. generic application software 77%**

 Bonnie A. Nardi , Jeff A. Johnson

Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence April 1994

**13 Phone-based CSCW: tools and trials**

77%

 Paul Resnick

ACM Transactions on Information Systems (TOIS) October 1993

Volume 11 Issue 4

Telephones are the most ubiquitous, best-networked, and simplest computer terminals available today. They have been used for voice mail but largely overlooked as a platform for asynchronous cooperative-work applications such as event calendars, issue discussions, and question-and-answer gathering. HyperVoice is a software toolkit for constructing such applications. Its building blocks are high-level presentation formats for collections of structured voice messages. The presentation formats ...

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